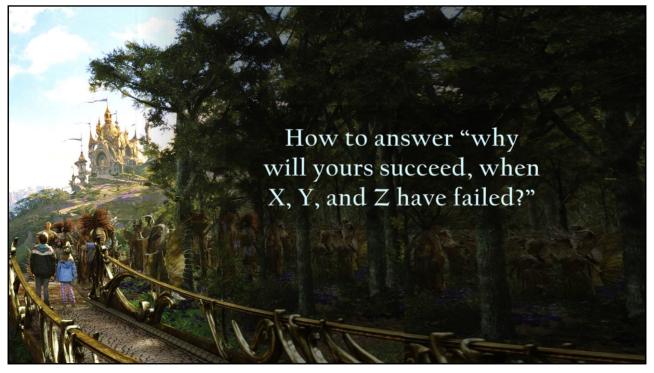
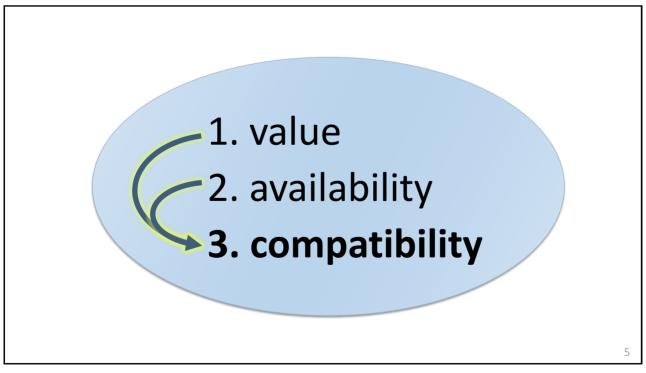


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#### Out of scope In scope "Necessary but not sufficient" **Strategy** differentiators Table stakes: What did SuccessfulThing design for so that it succeeded funding when X, Y, and Z didn't? • team quality rollout 1. value marketing 2. availability 3. compatibility

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## Definition: "NewThing"

#### Can be a competing new product

Examples: D, Go, Swift, Rust

#### Can be "vNext" of the same-brand product

Same thing: For an established product, vNext's biggest initial competitor is vPrev

Examples: C99, C++20, VB .NET, Python 3

"Same brand/name" doesn't mean users will accept as same and upgrade → compatibility



From Wikipedia, the free encyclopedia

This article is about the Visual Basic language shipping with Microsoft Visual Studio 6.0 or earlier. For the Visual Basic language shipping with Microsoft Visual Studio .NET or later, see Visual Basic .NET.

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## # programming languages

1969: Jean Sammet listed 120 (very selective)

c. 2000: Bjarne Stroustrup estimated **10,000** 

Sampled several years, all available sources: ~200/year Counted named dialects, macro-assemblers, academic languages used only by small research groups, specialized languages (e.g., build, process control), and corporate languages (internal, external)



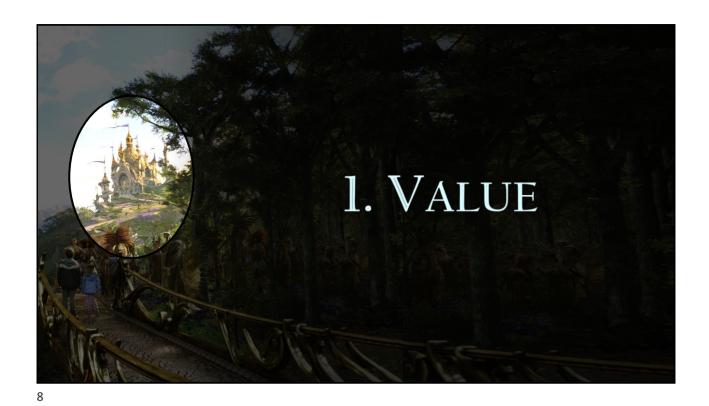


## Invitation for work

Stroustrup would welcome someone doing an up-to-date validated count

~100s of "survivors" maintained and used for more than a small group

~10s of "popular" languages achieved widespread + long-lived use



# 1. NewThing's value

#### **Distinct articulable** new value...

Clear and explainable in a 30-sec elevator pitch.



# 1. NewThing's value

#### Distinct articulable new value...

Clear and explainable in a 30-sec elevator pitch.

... that solves known pain points.

**Connection:** To OldThing.

Orientation: "We aim to take you

from here across this gap."



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## Example: JavaScript

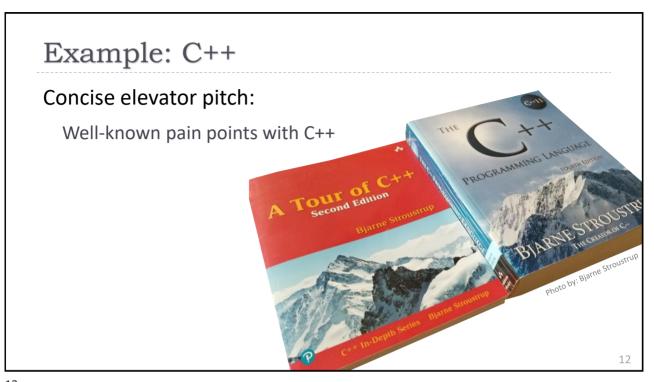
## Concise elevator pitch:

Well-known pain points with JavaScript









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## A word about "value"

## Classic "shiny NewThing" value mistakes:

1. Underestimating value of OldThing

Examples: "Legacy, old, complex"

Reality: "Proven, working, robust" (with flaws)

2. Underestimating cost of parity with OldThing

Examples: Features, performance, stability
Reality: "90% done, now let's do the other 90%"

#### 1+2. Underestimating adoption cost

Asking both: Let go old value + adopt new value



## Counterexample: Visual C++ 6 (1998)

1998: VC++ 6.0 released

2008: Lots of customers still using v6

IDE added many features, but slower & cumbersome

Usability regression is a "UX" incompatibility

Customers complained they could write and debug an MFC program better and faster in v6

2010: VC++ 2010 slogan "10 is the new 6"



Both happened simultaneously ⇒ opposite of virtuous cycle



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## Counterexample: Simple/terse syntax

#### "Syntax" is a means, not an end

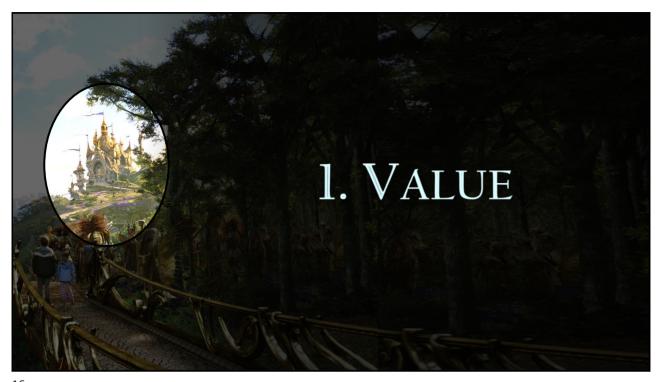
#### Not a primary value on its own

It can be part of a means to achieve a valid value goal, such as regularity for learning, or context free parsing for toolability

#### Easy to overdo when treated as a goal

"Beware of the Turing tar-pit in which everything is possible but nothing of interest is easy." – Alan Perlis Even asm doesn't stay simple

```
Code
           Pseudo code
>>
           Move forward 2 to cell2
[-]
           Set cell2 to 0
           Move back 2 to cell0
<<
           While cell0 is not 0
              Subtract 1 from cell0
              Move to cell2
  >>
              Add 1 to cell2
              Move back to cell0
           End while
Source: esolangs.org → search "move to cell2"
Equivalent, without whitespace
  >>[-]<<[->>+<<]
```



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## 2. NewThing availability by design

Requirement: Availability essentially anywhere OldThing is already used + easy to add to my project.

Grail: "Any OldThing project in any environment/platform can easily add NewThing."

#### Availability requires strategic up-front design.

Must be explicit design goal from the start, but can grow into it.

Example: iPhone designed to be able to work on all existing networks, even if initially targeting only one carrier per region. (Note: Related to **compatibility**...)



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## 2. NewThing availability by design

**C**: *Designed* to work on a wide range of hardware – "they said [portable performance] couldn't be done, and he did it."

**Cfront**: First C++ compiler *compiled to C*, usable "anywhere C is" – including the C optimizer (perf) and system linker (compat).

**CPython**: Reference compiler written in C, usable "anywhere C is."

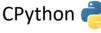
**TypeScript**: Every TypeScript program *compiles to JavaScript*, runs on any JavaScript runtime.

**Swift**: Available to *every Xcode developer on every platform* that Objective-C supported (and now more).

**Roslyn** vNext C# compiler: Available to *every Visual Studio* developer on every platform Visual C# supported.













# 2. NewThing availability by design

**Cfront**: First C++ compiler *compiled to C*, usable "anywhere C is" – including the C optimizer (perf) and system linker (compat).



**Zortech C++:** First native C++ compiler.

Available on DOS, Windows SDK compatible.

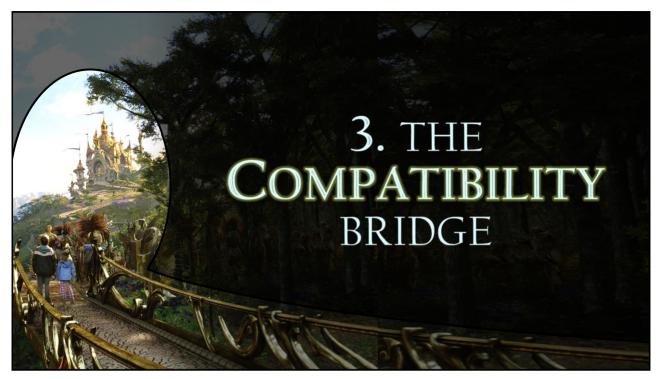




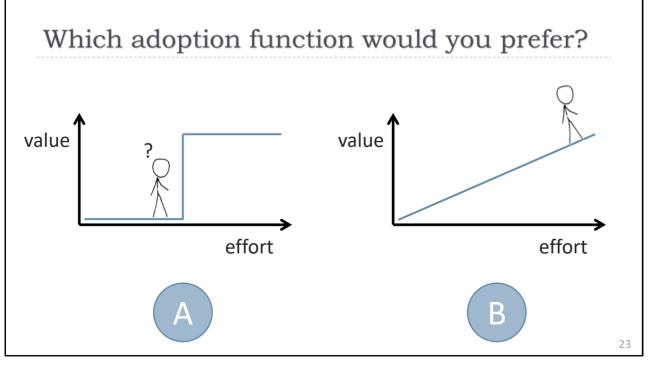


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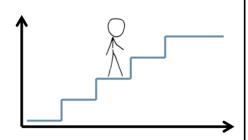
# 3. NewThing's compatibility by design

Basic requirement: High fidelity interop.

Min bar: NewThing can seamlessly use OldThing.

Good: "An OldThing project can add NewThing side by side and start seeing benefit."

Ex: "Add NewLang file and see benefit."



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# 3. NewThing's compatibility by design

Basic requirement: High fidelity interop.

Min bar: NewThing can seamlessly use OldThing.

Good: "An OldThing project can add NewThing side by side and start seeing benefit."

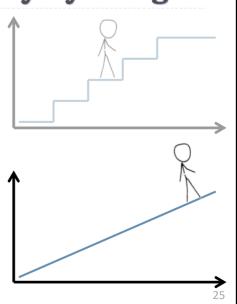
Ex: "Add NewLang file and see benefit."

Grail: "An OldThing project can add NewThing in one place and start seeing benefit."

Ex: "Write 1 line of NewLang and see benefit."

1980s: Rename .c to .cpp, add 1 class, benefit.

2010s: Rename . is to .ts, add 1 class, benefit.





3. NewThing's compatibility by design

#### Lockheed L-1649 Starliner

- √ Value: Luxurious, reliable, +10% range
- ✓ Compatible with existing infrastructure

#### Boeing 707

- √ Value: 2× speed, 2× passengers, quiet
- ✓ Compatible with existing infrastructure
  Replaced Starliner on all routes by 1962
  Retired from passenger service in 2013





# 3. NewThing's compatibility by design

**C++**: Every C program is a C++ program (still mostly true) + any C++ code can seamlessly call any C + C optimizer+linker.



**TypeScript**: Every JS program is a TS program + any TS code can seamlessly call any JS code.



**Swift**: Bidirectional (Swift calls ObjC, ObjC calls Swift), ObjC-friendly object and lifetime models (ObjC ARC + modules designed for Swift), automatic bridging header generation, tool support to view ObjC as if written in Swift.



**Roslyn** next-gen C# compiler: Strict compatibility requirements, adhered to rigorously via compat tests.



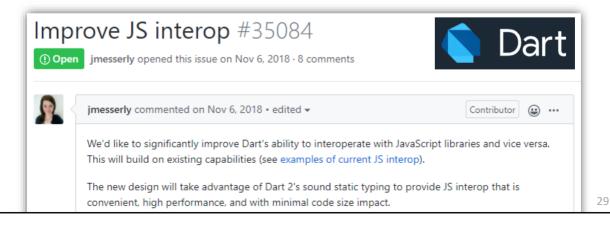
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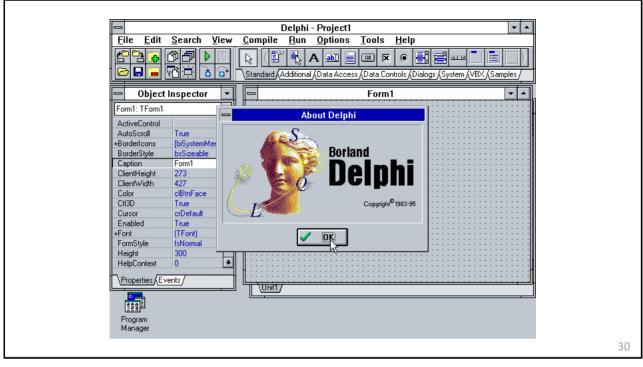
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# 3. NewThing's compatibility by design

### Compatibility requires strategic up-front design.

Often forgotten until it is too late. Often hard to retrofit.





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# Counterexample: Delphi

#### Nailed value and availability

Addressed clear pain: Better RAD, more stable Ran everywhere VB did: Windows

Nailed compatibility, initially...

#### ... but couldn't control compatibility

Maintaining VCL in parallel with VBX/OLE/ActiveX tools was problematic

Cost: Prohibitively expensive

Lag: Always behind latest platform features



## Counterexample: Python



2008: Python 3

Source breaking change (can't compile 2 as 3)

Python 2 Python 3

x = 3/2 x == 2 x == 1.5

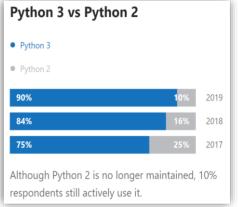
Manual migration + tools (2to3, Pylint, Futurize, Modernize, caniusepython3, tox, mypy)

2017: Most Python code still written in "2∩3"

2020: 2.x frozen and unsupported

#### ~12-year transition

vs. 8 years per major version for  $1\rightarrow2\rightarrow3$  (1994 $\rightarrow$ 2000 $\rightarrow$ 2008)



Source: JetBrains Python Developers Survey (Oct 2019)

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## Counterexample: C99

C99 (1999)

Some additions were controversial and resisted

Fun fact: CPython only allows selected C99 features because of lack of portable compiler support



C11 (2011): Made \_Complex and VLAs "conditionally supported" \$\Rightarrow\$ optional, not required for conformance

This third edition cancels and replaces the second edition, ISO/IEC 9899:1999, as corrected by ISO/IEC 9899:1999/Cor 1:2001, ISO/IEC 9899:1999/Cor 2:2004, and ISO/IEC 9899:1999/Cor 3:2007. Major changes from the previous edition include:

conditional (optional) features (including some that were previously mandatory)

# Counterexample: C++11 string

C++ is highly source & binary compatible (with C & C++prev)

Value (efficient + machine-near) + bridge (compatibility)

"Stability is a feature." – Bjarne Stroustrup

C++11 (2008,11): Banned reference-counted std::string
ABI breaking change

GCC 5.1 (2015): First shipped a conforming std::string
Then gradually adopted platform by platform (years)

GCC 8 on Red Hat Enterprise Linux 8 (2019): First turned the conforming string on by default





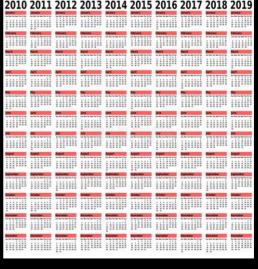


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# Quick recap: A "**lost decade**" pattern

a visual to illustrate
"a decade is a long time"



# Quick recap: A "lost decade" pattern

#### C99 - ~12 years

Added \_Complex and VLA in **1999**Walked them back to "optional" in **2011** 

#### C++11 string -~11 years

Banned RC for std::string in 2008/2010 Major Linux distro enabled it in 2019

#### Python 3 - ~12 years

Shipped 3.0 in **2008** 10% still using 2.x as of early **2020**  If you don't build a strong backward compatibility bridge, expect to slow your adoption down by

# ~10 years

(absent other forces)

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"Every time you take a sharp turn, some people fall off"

– Unknown

"Sometimes the truck falls over" – Unknown2



## Pit #1: Annotation requirements

Pitfall: Heavy annotation ⇒ step function

"Heavy" is often a low number, e.g., ~1 per KLOC

Including viral annotation (aka "color") ⇒ bifurcated dialect

Down: "A Red function can only call other Red functions"

Requires bottom-up annotation of the call tree Lots of work for adopters + canonizes a Red dialect

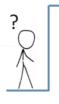
Example: [[safe]] functions

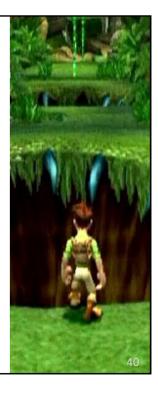
Up: "A Red function must be called by Red-aware function

Requires here-up annotation of the caller path

Example: Java checked exceptions

(common result: "throws Exception" opt-out)





## Counterexamples: "Safe C"

Many "Safe C" dialects focused on safe pointers (nullness, lifetime)

2001: Cyclone (Morrisett et al.)

2006: v1.0

No longer supported

2002: CCured (Necula et al.)

Issues: Annotations + different representations

2005 "Retrofitting": infer annotations by whole program analysis + extend pointer type system

2015: **Checked C** (Tarditi et al.)

"Distinguished by its focus on backward compatibility, incremental conversion, ..."



CCured: Type-Safe Retrofitting of Legacy Code



4

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## Pit #2: "False friend" incompatibility

Pitfall: "Same code means different things"

⇒ ambiguous, incompatible dialect

3/2

Poor choice 1: Allow both in the same source file

Harder to **read** code – need to look at context, lose locality

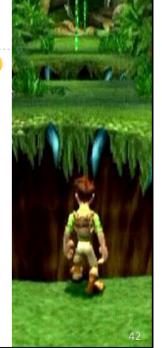
Harder for tools (e.g., refactoring)

Example: #pragma \_\_new\_syntax, version(2) {...} block

Poor choice 2: Don't allow both in the same source file

Can still allow both kinds of files in same project "Less harder" to read code and create tools

Example: Different source extensions (e.g., .lang2)



So, then...

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"Why will yours succeed, when X, Y, and Z have failed?"

**1. Value** to address known OldThing pain (and know OldThing's value). Real pain needs little explanation. Existing value is often underestimated.

**2. Availability** wherever OldThing is used.

Explicit design goal from the start, but can grow into it.

3. Compatibility bridge. Seamless backward interop with OldThing.

Explicit design goal from the start. Hard to back into later.

If you don't, expect to slow your adoption down by ~10 years.

Good: "I can use NewThing side by side in an OldThing project."

Grail: "I can write 1 line of NewThing inside OldThing and see benefit."

## Example: Successor to C++20? (C++23 or NewLang)

1. Value (solving what C++ pain?) + 2. Availability (wherever C++ is)

"Why will your C++20 successor succeed when <many> haven't?"

Here's a differentiator that only C++next has tried ... because it's legit hard ...

**3. Compatibility bridge.** Seamless backward interop with C++.

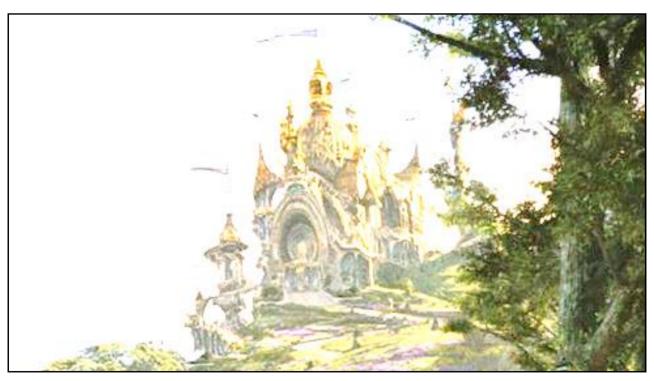
Explicit design goal from the start. Hard to back into later.

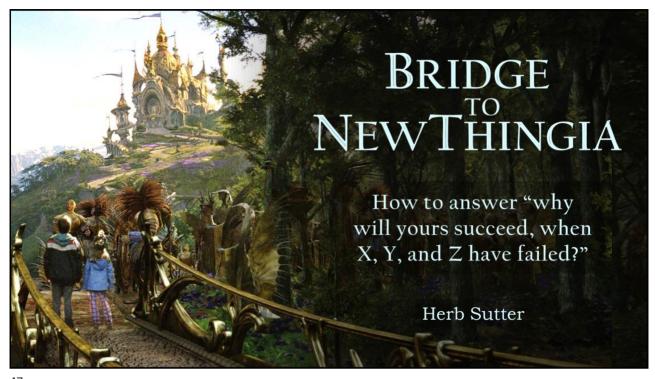
If you don't, expect to slow your adoption down by ~10 years.

Good: "I can use NewLang side by side in a C++ project."

Grail: "I can write 1 line in NewLang inside a C++ file and see benefit."

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4/

